

**Project “Tactics”**

**Game Design Document**

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# Game Overview



## Game Summary

“Game Hook goes here”

A few sentences on what the game is, what you have to do, who you play as, etc.

XCOM meets DragonAge/Witcher RPG.

You need to journey to where the fissure started and battle the mutated/corrupted guards on your way there. But your army is small and their is large. You must resort to guerilla warfare and attack the groups and camps as you make your way there, relying on spies to leak or find info for you on where the camps or envoys are.

You play as the general of the fortress where the fissure and crystals started and must journey there to put a stop to whatever’s coming out of there. You, and your small band of soldiers who have survived with you when the crystals started.

## What is the Game Genre?

* Tactical Turn-Based combat mixed with RPG elements for each character.

## What is the Player Experience?

* Stressful (somewhat)
* Grim, but still a bit light-hearted (in-between DA:O and DA:I)

## What is the Game’s Theme?

* Isolated, but fighting an army
* Defeating the impossible

## Who is the Target Audience?

* Age 13+

## What is the Setting?

* Fantasy-Medieval times, like dragon-age
* “Magic” has just appeared in the form of crystals, but is doing bad things



Insert some images that speak to the game’s location, setting, time era.

## What are the technical details?

* Developed using: Unity and C#
* Art Assets: Made in Blender
* Platform(s): Windows, iOS
* Controls: Keyboard and mouse controls

## Game Title Ideas

Conduit

Cystal

Terraform

Alkali Earth

Alkaline Fort

Alkaline Ruins

Ruins of Alkali

## When will it launch?

Still not known

# Camera, Character and Controls



**Camera:**

World Overview

**Character:**

Play as a general as main character unit, but also have other soldier units

To find the cause and stop the crystals at his home fortress

Players can camp and rest while reviewing what targets they have and can attack, and how long until their next objective.

Outside of the camp, in battle, the player can command their units and position and attack how they wish

**Controls:**

Use WSAD and mouse to control.

In combat, can press “E” or “Q” to cycle between units, WSAD to move camera around, click to issue movement orders, press 1-10 to issue attack commands and click to confirm, space to ready turn (activate all queued actions)

# 30 Seconds Of Gameplay

The goal with this section is to describe in great detail exactly what the player sees and does during a 30 second slice of your game. The 30 seconds doesn’t have to be the very start of the game, it can be any point, however, it should be fairly typical of what happens in your game.



**Gameplay Features:**

* Players will generally have more health than enemies
* Enemies will appear usually as a pack
* Maps can have a couple of groups of enemies, and this group will be alerted when 1 unit is alerted.
* When players first enter the map, they are in cover and have additional move options. The second they move, into clearing, the closest group of enemies will be alerted. But because of their additional move options, they can rush into enemy lines first before the enemy realizes.
* Players know where all enemies are by a minimap, but will only know where an enemy is if players actually see them.
* Players will have separate move and action points
  + They can move and perform actions in any order, and sacrifice action points for movement points, but not movement points for action points

**Context / Setup:**

* This will take place in an attack, when you locate a group of enemies who have taken camp in a small fort. You move in with your units and attack.

**Player Actions:**

* Write this from the perspective of “you see this, then you click on the button then the screen does such-and-such” and so on.

# Gameplay Features

Summarise the main gameplay features in your game.

* Gameplay feature 1 - brief explanation
* Gameplay feature 2 - brief explanation
* Gameplay feature 3 - brief explanation
* And so on

## Gameplay Feature 1

Explain all the details necessary to understand this feature. Use diagrams, images, sketches, screenshots, tables, etc in order to be clear.



## Gameplay Feature 2

Explain all the details necessary to understand this feature. Use diagrams, images, sketches, screenshots, tables, etc in order to be clear.



## Gameplay Feature 3

Explain all the details necessary to understand this feature. Use diagrams, images, sketches, screenshots, tables, etc in order to be clear.



## Gameplay Feature X…….

And so on...

# Story and Theme



## Our Hero



Who is the character you play? What are their motivations? What is interesting about them? How is the player going to be controlling them? What are they going to do in the game?

## Our Villain

Who are the enemies in the game? If the enemies aren’t people, then what is the struggle in the game (eg. your game may be a puzzle game like “The Witness” - in that game the puzzles are the thing which the player is doing battle with.

## Our Struggle and Objective

* What are we trying to achieve in this game? Why is it a challenge?

## Our Call To Action And Motivation

* What is the clear force driving the player forward? What are they goals?

**Enemy Design**

What is the overall design of the enemies?

What are your different enemy types and what do they do?

# 

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# [Brainstorm] General Ideas

* This is a general section to put ideas, thoughts, comments, etc.

## NPC Character Ideas

* Ideas for NPCs in our game

## Puzzles and Challenges Ideas

* Ideas for puzzles and challenges in our game

## Tools, Plugins, Assets, Notes

* And good resources that you want to remember for later